In the claims:

Please amend claims 1-3, 8-11, 14, 15, 18, and 22 as follows:

1.   (Currently Amended)   A method comprising:

setting an indicator in a line buffer, the line buffer to store up to a full line of video data;

reading pixel data for a current video line from the line buffer;

determining when the pixel data reaches the indicator; and

loading data for the next video line into the line buffer.

2.   (Currently Amended)   The method of Claim 1, ~~further~~ ~~comprising~~wherein setting the indicator in the line buffer comprises setting the indicator at approximately a middle of the line buffer, and wherein loading data for the next video line into the line buffer comprises loading a first half of the data for the next video line when the pixel data being read reaches the indicator in the line buffer, and further comprises loading a second half of the data for the next video line when the pixel data being read reaches the end of the line buffer.

3.   (Currently Amended) The method of Claim 1, <u>wherein loading data for the next video line comprises:</u>

<u>loading a first portion of the data for the next video line when the pixel data reaches the indicator; and</u>

<u>loading a second portion of the data for the next video line when the pixel data reaches the end of the line buffer</u>~~further comprising loading data for the next video line to replace data for the current video line in the line buffer~~.

4.   (Original) The method of Claim 1, further comprising processing the current video line data for display.

5.   (Original) The method of Claim 4, further comprising displaying the processed video line data.

6.   (Original) The method of Claim 5, further comprising creating a video overlay from the processed video line data.

7.   (Original) The method of Claim 1, further comprising positioning the pixel data on an active display to create a video overlay.

8.   (Currently Amended)   A method of processing video

overlay data comprising:

reading video data for a current video line from a line

buffer, the line buffer to store up to a full line of the video

data;

detecting the position in the line buffer the video data is

located; and

loading data for the next video line into the line buffer

when the video data for the current video line is located at a

predetermined position.

9.   (Currently Amended)   The method of Claim 12, further

comprising setting the predetermined position at a position

before all the current line of video ~~line~~ data is read.

10.   (Currently Amended)   The method of Claim 8, ~~further~~

~~comprising~~wherein the predetermined position is~~setting the~~

~~predetermined position~~ at approximately a midpoint of the line

buffer, and wherein loading data for the next video line into

the line buffer comprises loading a first half of the data for

the next video line after the video data for the current video

line has been read from the predetermined position, and further

comprises loading a second half of the data for the next video

line after the video data for the current video line has been

read from the end of the line buffer.

11.   (Currently Amended)   The method of Claim 8, <u>wherein</u>

<u>loading data for the next video line comprises:</u>

<u>loading a first portion of data for the next video line</u>

<u>into the line buffer when the video data from the predetermined</u>

<u>position has been read; and</u>

<u>loading a second portion of data for the next video line</u>

<u>into the line buffer when the video data from the end of the</u>

<u>line buffer has been read</u>~~further comprising loading data for the~~

~~next video line to replace data for the current video line in~~

~~the line buffer~~.

12.   (Original)   The method of Claim 8, further comprising

processing the current video line data for display.

13.   (Original)   The method of Claim 12, further comprising

displaying the processed video line data.

14.   (Currently Amended)   A overlay display processor

comprising:

a line buffer to store up to a full line of video data, the

line buffer having a plurality of memory locations, the line

buffer adapted to provide data to a display; and

an indicator positioned at a predetermined memory location

in the line buffer, wherein the line buffer begins to read data

for a next video data line when the line buffer provides data

from the indicator memory location.

15.   (Currently Amended)   The computer of Claim 14, further

comprising:

graphic memory which provides the video pixel data to the

line buffer; and

a pixel processing engine to determine whether data for a

current video line has been read from the predetermined memory

location in the line buffer, the pixel processing engine further

to subsequently load a first portion of data for the next video

line into the line buffer.

16.   (Previously Amended)   The computer of Claim 14,

wherein the line buffer provides data to the display for a

current video line.

17.   (Previously Amended)   The computer of Claim 14,

wherein the indicator is located at a position at approximately

a midpoint of the line buffer.

18.   (Currently Amended)   A overlay display system

comprising:

video memory which stores video data;

an overlay processing engine comprising:

a line buffer to store up to a full line of video data, the

line buffer to ~~which~~ receive~~s~~ the video data from the video

memory, wherein said line buffer includes an indicator

positioned at a predetermined memory location in the line

buffer;

video processing circuitry ~~for~~ to prepar~~e~~ing the video data

in the line buffer to be displayed; and

a display ~~which~~ to receive~~s~~ the processed data from the

overlay processing engine, wherein the line buffer ~~begins~~ is to

read data for a next video data line when the line buffer

provides a predetermined amount of data to the display for a

current video data line.

19.   (Original)   The computer of Claim 18, wherein the

predetermined amount of data is approximately half the data

comprising the current video data line.

20.   (Original)   The computer of Claim 18, wherein the

overlay processing engine provides data to the display to create

a video overlay.

21.   (Original)   The computer of Claim 18, wherein the

video processing circuitry includes pixel color conversion and

adjustment.

22.   (Currently Amended)   A program storage device readable

by a machine comprising instructions that cause the machine to:

      set an indicator in a line buffer, the line buffer to store

up to a full line of video data;

      read pixel data for a current video line from the line

buffer;

      determine when the pixel data reaches the indicator; and

      load data for the next video line into the line buffer.

23.   (Previously Amended)   The program storage device of

Claim 22, wherein the instructions further cause the machine to

set the indicator at approximately a middle of the line

buffer.